

A2
CONT'D texture mapping full-surround image data onto said p-surface such that the resultant texture map is substantially equivalent to projecting full-surround image data onto the p-surface from said view point to thereby generate a texture mapped p-surface.

2. (Amended) The method as recited in claim 1, further comprising [the step of] rotating said texture mapped p-surface so as to simulate rotating the direction of view in the opposite direction.

3. (Amended) The method as recited in claim 1, wherein said selecting step comprises selecting the view point and a direction of view, and wherein said method further comprises [the step of] interactively changing said direction of view to thereby expose a corresponding portion of said texture mapped p-surface.

4. (Amended) The method as recited in claim 1, further comprising [the step of] displaying a predetermined portion of said texture mapped p-surface.

5. (Amended) The method as recited in claim 4, wherein [the] a viewer is allowed to interactively alter at least one of focal length or an angle of view relative to said textured mapped p-surface to thereby vary the displayed portion of said texture mapped p-surface.

PRELIMINARY AMENDMENT

A2 6. (Amended) The method as recited in claim 1, further comprising [the steps of]:

CONT'D displaying a predetermined portion of said p-surface;

selecting a new viewpoint; [and]

repeating said texture mapping step using said new viewpoint; and

redisplaying said predetermined portion of said p-surface,

whereby a first image portion occupying said predetermined portion displayed during the displaying step is different than a second image portion occupying said predetermined portion during the redisplaying step.

10/ 7. (Amended) The method as recited in claim [6] ⁹22, wherein the [resultant] new viewpoint is close to the surface of said [p-sphere] p-surface.

7/ 8. (Amended) The method as recited in claim 6, wherein said selecting step comprises interactively [selectively] selecting said new viewpoint.

8/ 9. (Amended) The method as recited in claim ¹⁷8, wherein a first said texture mapped [p-sphere] p-surface is replaced by a second texture mapped [p-sphere] p-surface by interactively selecting said new viewpoint from viewpoints within said second texture mapped [p-sphere] p-surface.

PRELIMINARY AMENDMENT

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CONT'D
11/10. (Amended) A method of modeling of the visible world using full-surround image data, [said method] comprising [steps for]:

providing said full surround image data;

selecting a view point within a p-surface;

texture mapping full-surround image data onto said p-surface such that the resultant texture map is substantially equivalent to projecting full-surround image data onto the p-surface from said view point to thereby generate a texture mapped [p-surface] p-sphere; and

displaying a predetermined portion of said texture mapped p-sphere.

12/11. (Amended) The method as recited in claim 10, further comprising [the step of] rotating said texture mapped [p-surface] p-sphere so as to simulate rotating the direction of view in the opposite direction.

13/12. (Amended) The method as recited in claim 10, wherein said selecting step comprises selecting the view point and a direction of view, and wherein said method further comprises [the step of] interactively changing said direction of view to thereby display another portion of said texture mapped [p-surface] p-sphere.

14/13. (Amended) The method as recited in claim 10, further comprising [the steps of]:
selecting a new viewpoint; and

PRELIMINARY AMENDMENT

repeating said texture mapping and said displaying steps [step] using said new viewpoint.

A2
CONT'D
17/ 14. (Amended) The method as recited in claim [13] ~~21~~¹⁶, wherein said selecting step comprises interactively [selectively] selecting said new viewpoint.

14/ 15. (Amended) The method as recited in claim ~~13~~¹⁴, wherein a first said texture mapped p-sphere is replaced by a second said texture mapped p-sphere by interactively selecting said new viewpoint from viewpoints within said second texture mapped p-sphere.

18/ 16. (Amended) An apparatus for modeling the visible world using full-surround image data, comprising:

means for selecting a view point within a p-surface;

means for texture mapping full-surround image data onto said p-surface such that the resultant texture map is substantially equivalent to projecting full-surround image data onto the p-surface from said view point to thereby generate a texture mapped [p-surface] p-sphere; and

means for displaying a predetermined portion of said texture mapped p-sphere.

19/ 18/ 17. (Amended) The apparatus as recited in claim ~~16~~¹⁸, wherein said selecting means comprises means for selecting said view point and interactively selecting a direction of view to thereby interactively display portions of said texture mapped [p-surface] p-sphere.

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A2 21 ¹⁸ 18. (Amended) The apparatus as recited in claim ¹⁸ 16, wherein said selecting means
CONCL. [provides for] permits interactive selection of said viewpoint.

20 ¹⁹ 19. (Amended) The apparatus as recited in claim ¹⁹ 17, further comprising means for
replacing a first said texture mapped p-sphere by a second said texture mapped p-sphere by
interactively selecting said viewpoint from a plurality of viewpoints within said second texture
mapped p-sphere.

Please **Add** new claims 20-22 as follows:

A3 22 ¹⁸ --20. The apparatus as recited in claim ¹⁸ 16, wherein said selecting means comprises
CONCL. means for selecting said view point and interactively selecting a direction of view to thereby
interactively display said predetermined portion of said texture mapped p-sphere.--

14 ¹¹ --21. The method as recited in claim ¹¹ 10, further comprising:
selecting a new viewpoint; and
displaying said predetermined portion of said texture mapped p-surface using said new
viewpoint.--

9 ⁹ --22. The method as recited in claim 1, further comprising:

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selecting a new viewpoint; and

displaying said texture mapped p-surface from said new viewpoint.--

REMARKS

Claims 1-22 are pending in the Application. In the Preliminary Amendment, claims 1-19 are amended for clarity and new claims 20-22 are added to further clarify the invention. In addition, the Specification is amended to correct noted informalities and to reflect issuance of a patent corresponding to an application incorporated by reference in the above-identified application.

Attached hereto is an Excess Claim Fee Payment Letter forwarding the requisite fee necessitated by the addition of claims 21-22.

It is respectfully submitted that the instant Amendment does not introduce new matter into the application.

It is also respectfully submitted that the Preliminary Amendment places the above-identified application in even better condition for initial examination. In light of the amendments and remarks presented above, it is respectfully submitted that the application is in condition for allowance, and such action is hereby solicited.